

Figure 1. 3D sound source positioning by direct convolution.
 (a) Single source case. (b) Multiple source case.

0302234.052060

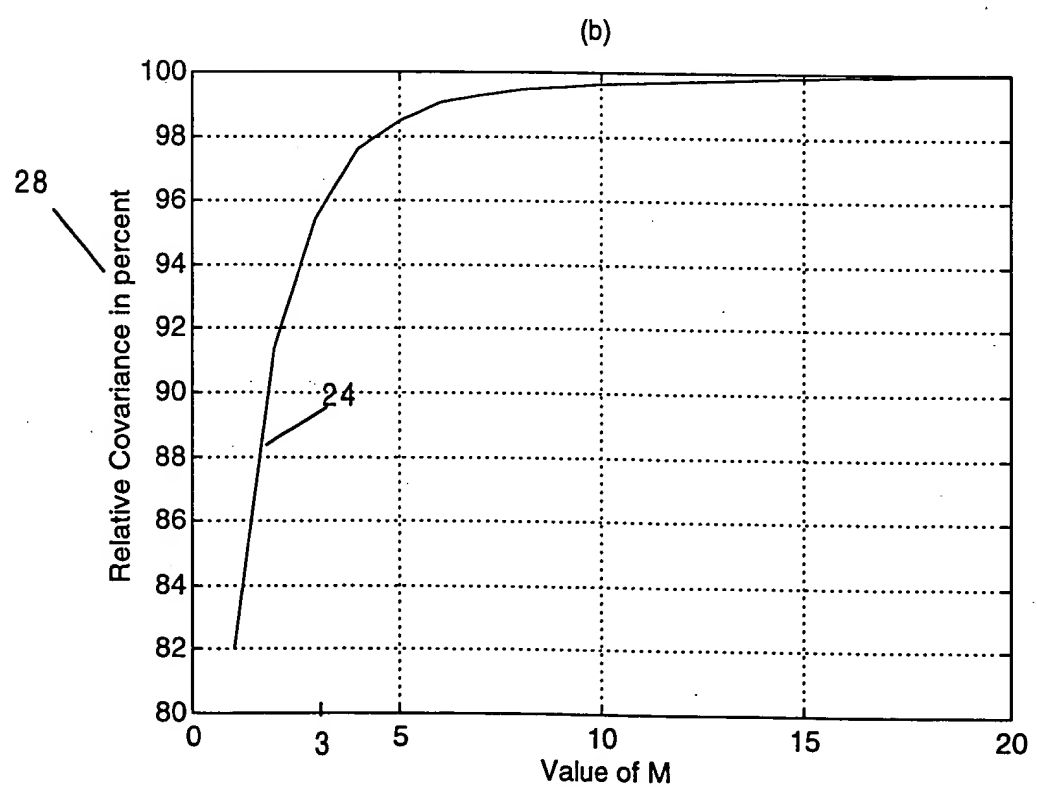
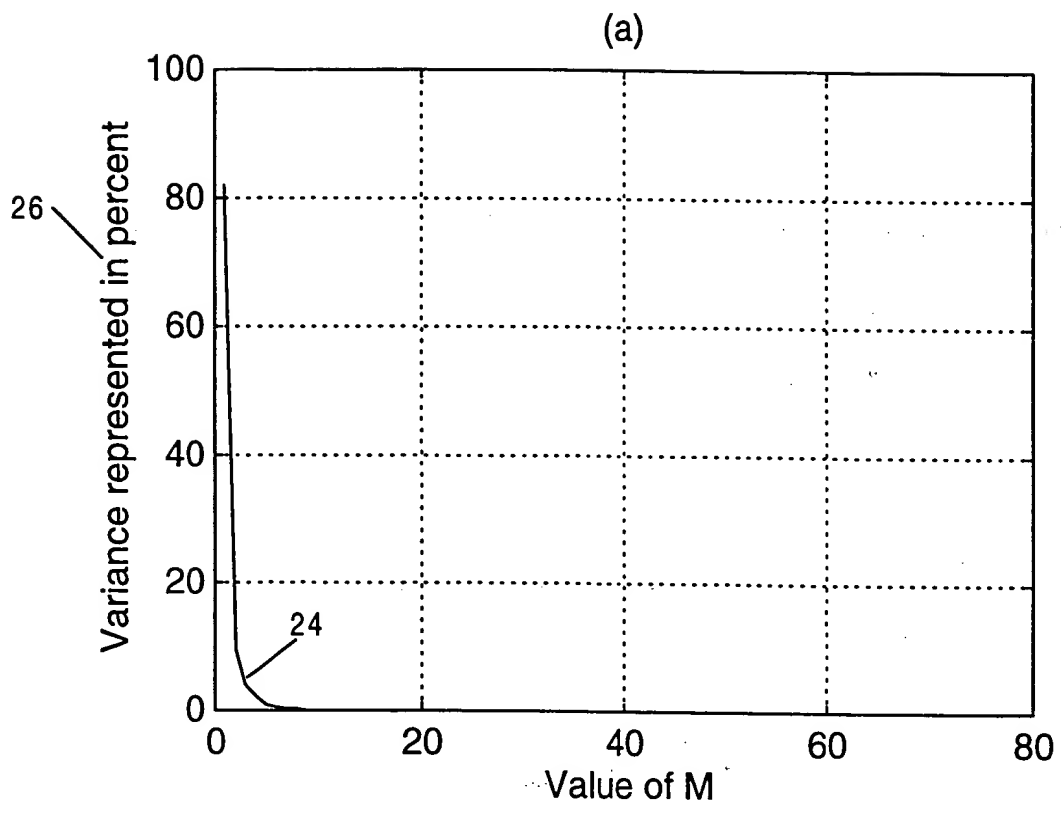


Figure 2

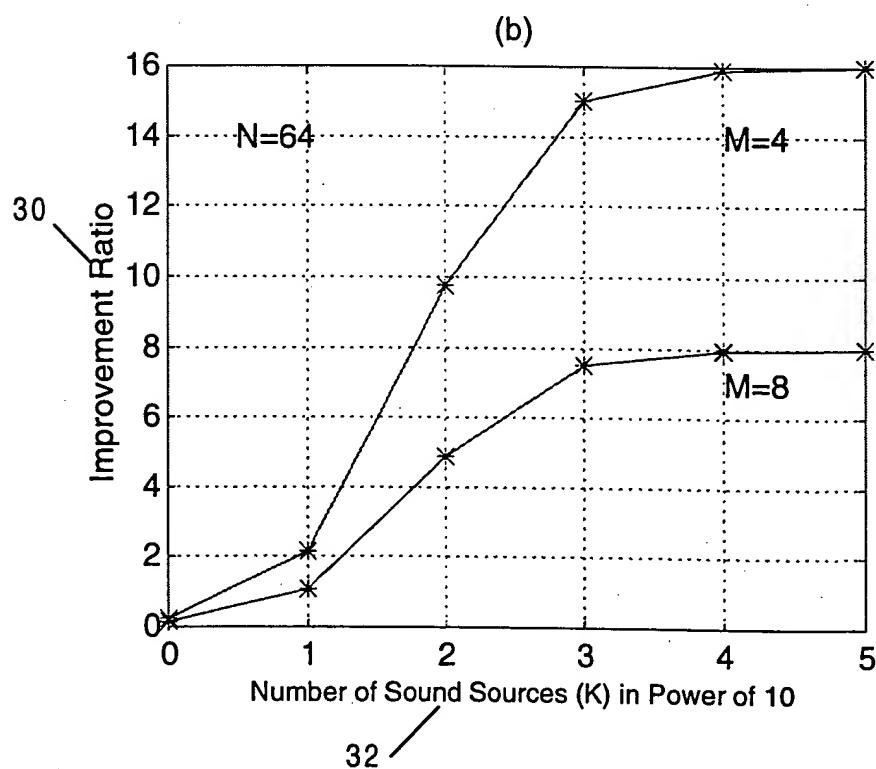
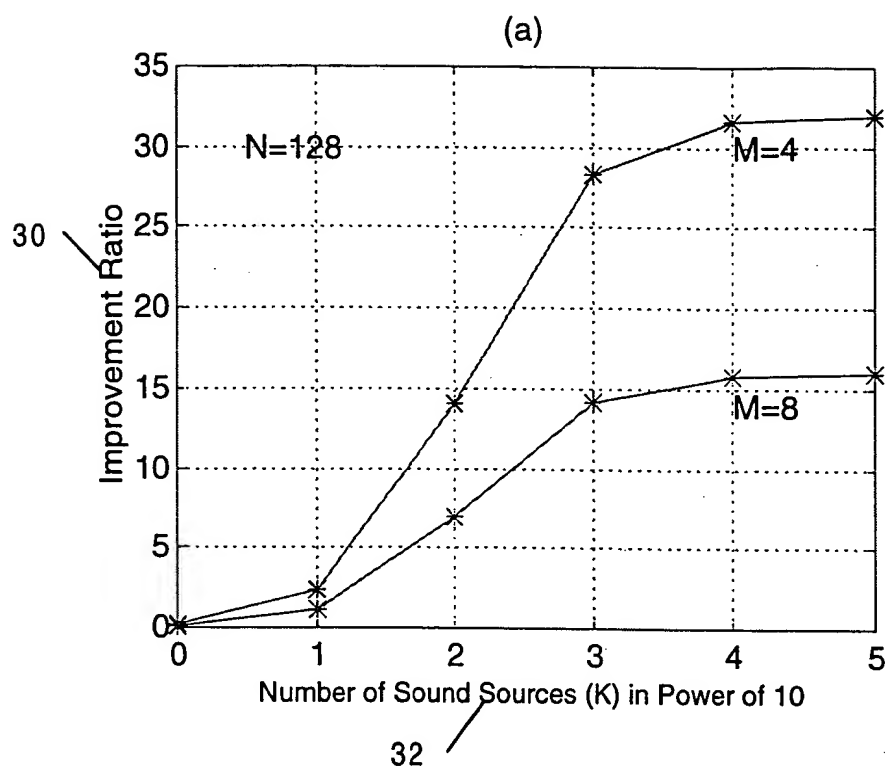


Figure 3

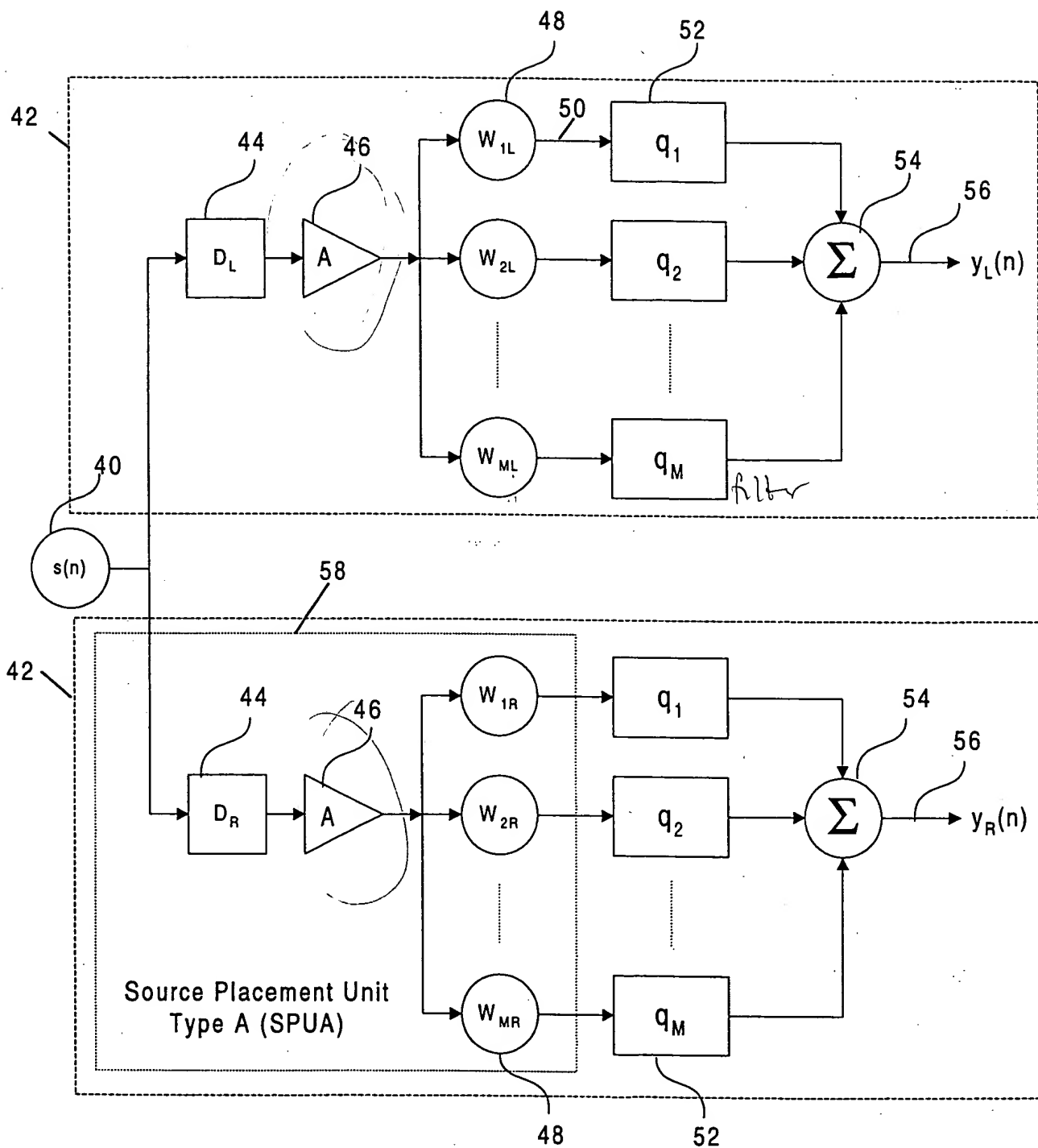


Figure 4 (a)

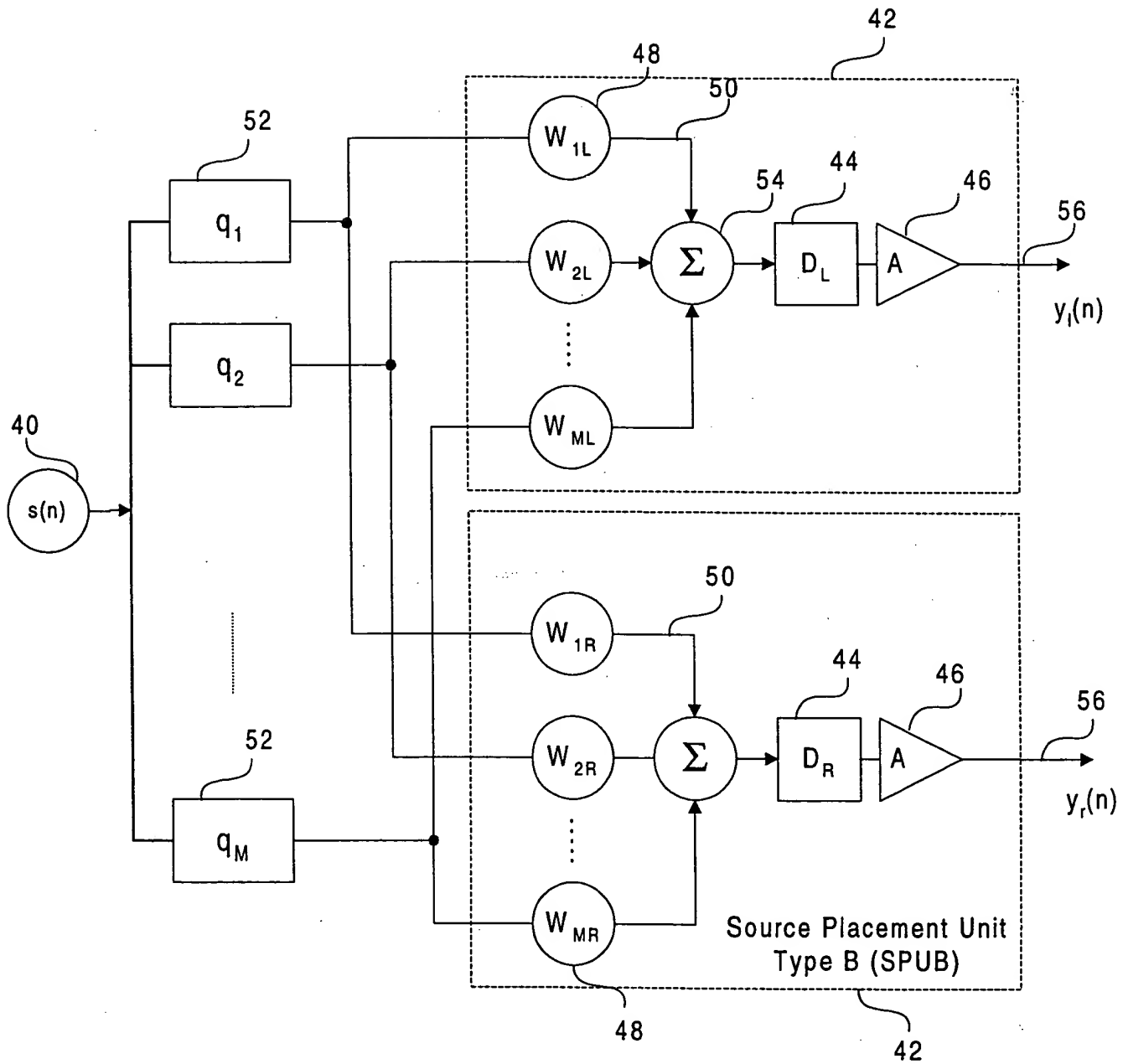


Figure 4 (b)



650250" 49228060

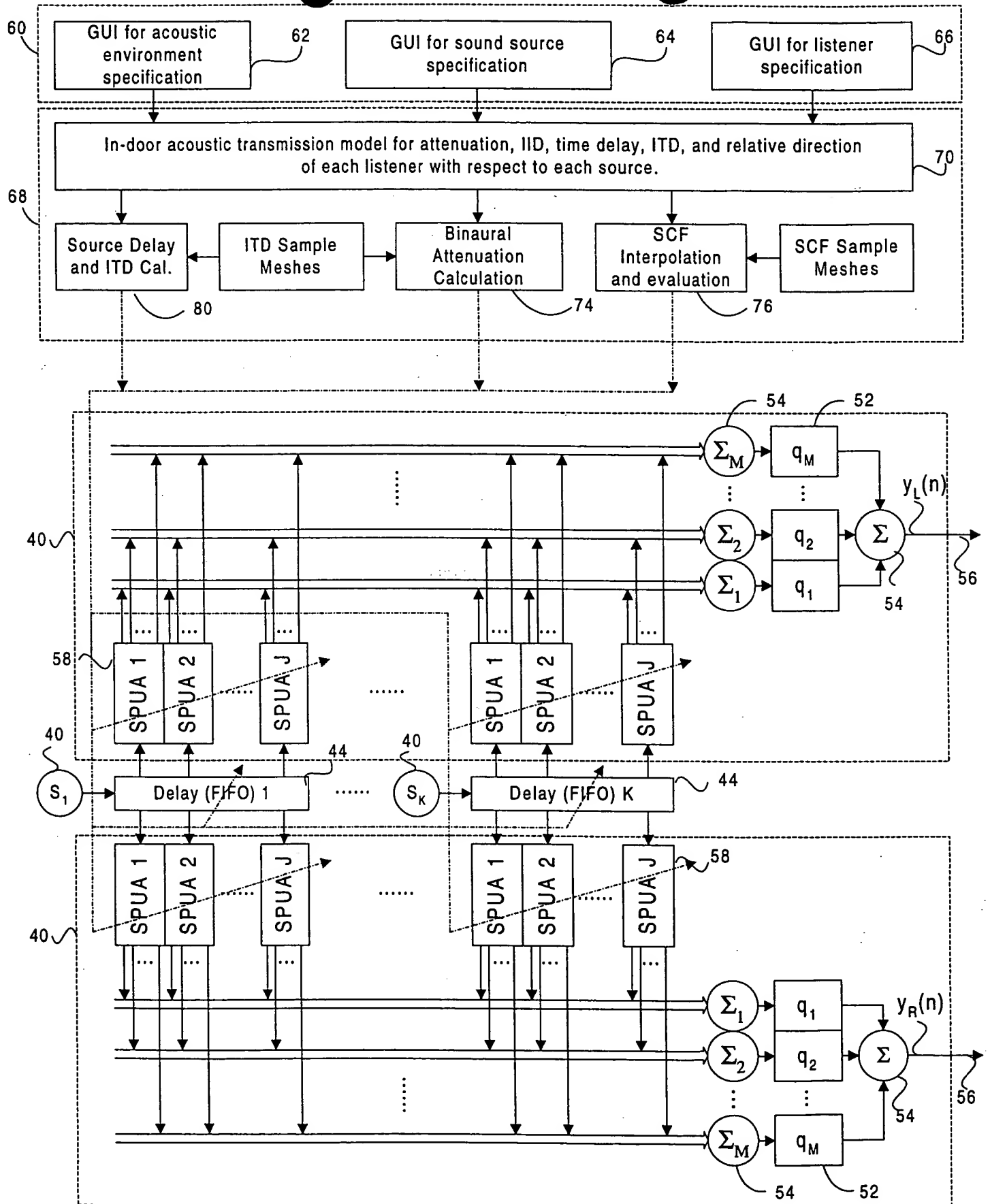


Figure 6

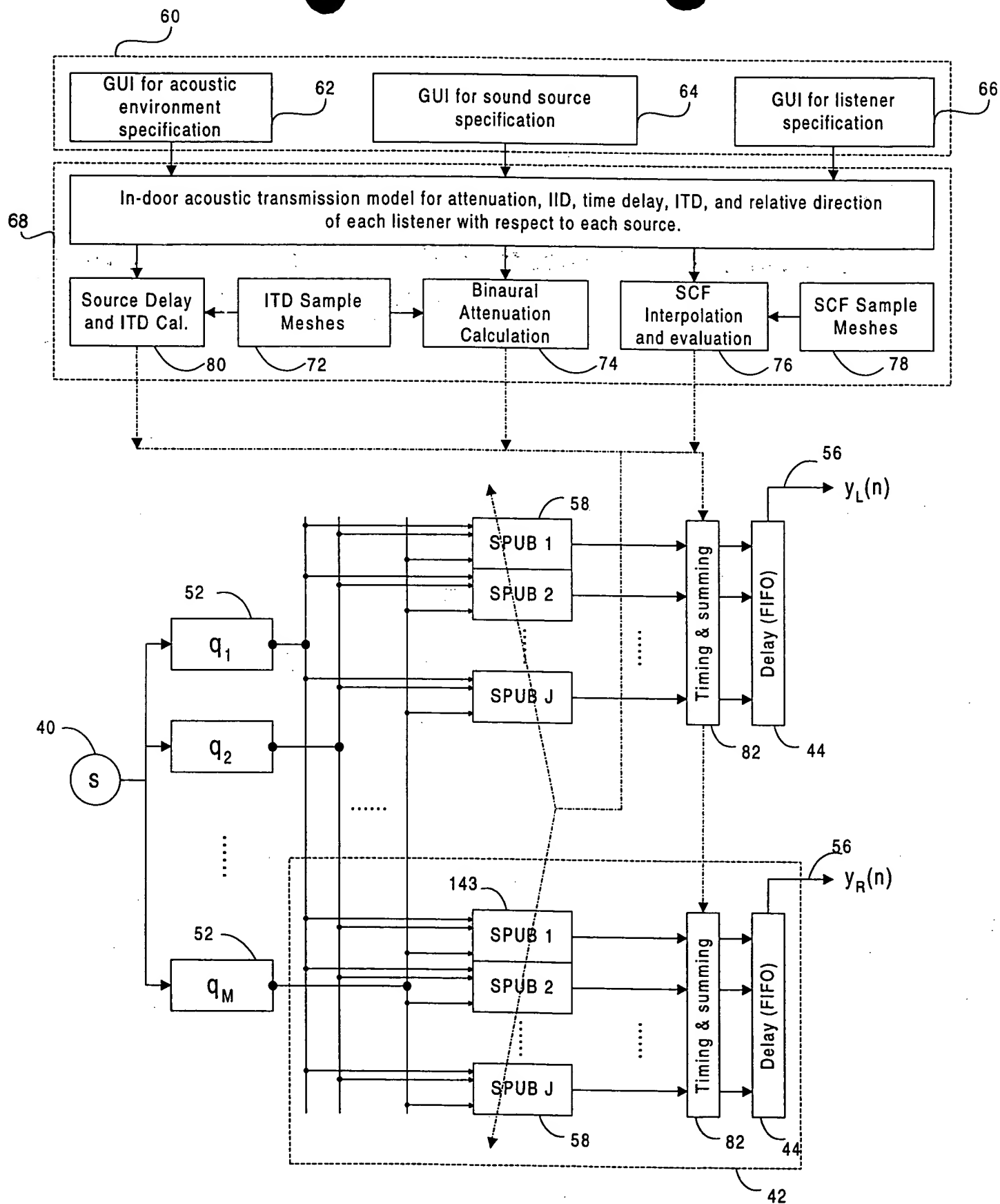


Figure 7